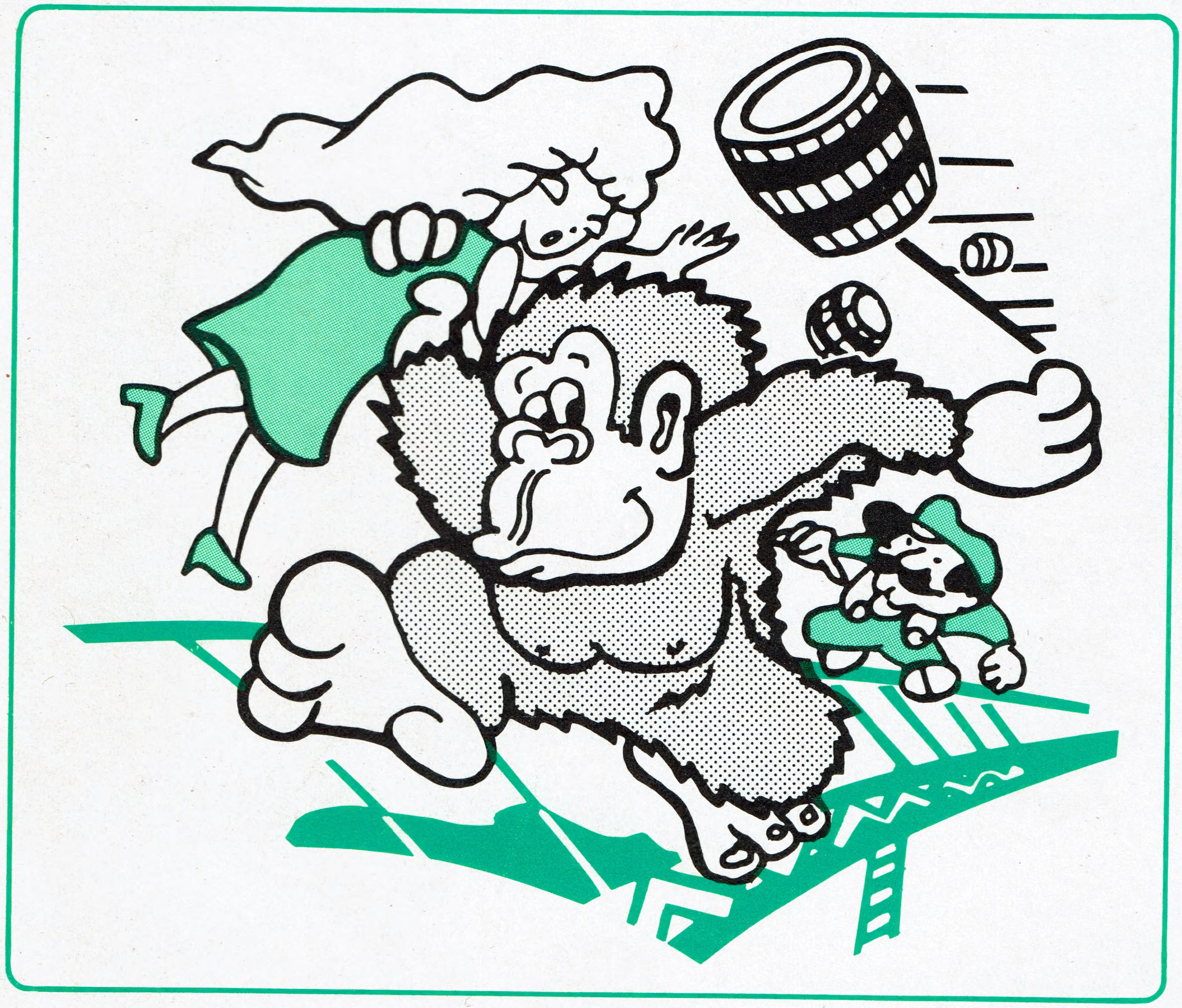
Guide No. 78269E

DONKEY KONG™

by **Nintendo**™

CARTRIDGE INSTRUCTIONS

For Use with IntelliVision™ or Sears Super Video Arcade™



- Select from four skill levels
- For one or two players
- For color TV only

Printed in U.S.A.

COLECO

GAME DESCRIPTION

Here's the only official licensed DONKEY KONG™ game for IntelliVision™! In Coleco's home version of the sensational Nintendo arcade game, you participate in the action-packed rescue adventure of man against ape. Donkey Kong™ has stolen Mario's girlfriend and taken her to the top of a steel fortress. Mario must climb to the top of the ramps to save her while jumping over or avoiding the barrels Donkey Kong™ hurls down at him.

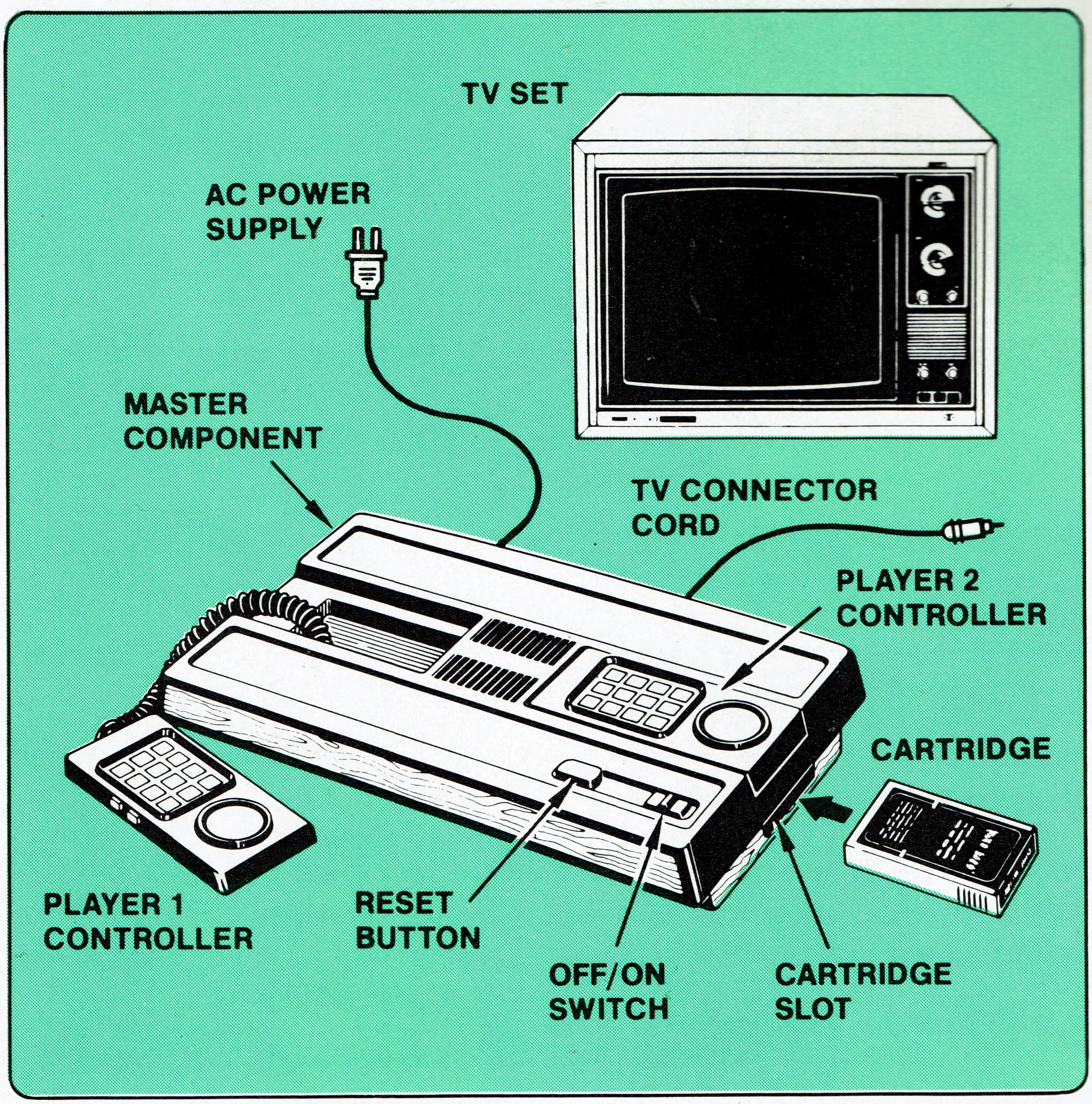
When you get Mario to the top, Donkey Kong™ takes Mario's girlfriend still higher — to the top of the rivet structure. Mario must knock out all the rivets to save her.

Your skill and speed determine your point total. How high can YOU score trying to rescue Mario's girlfriend?

GETTING READY TO PLAY

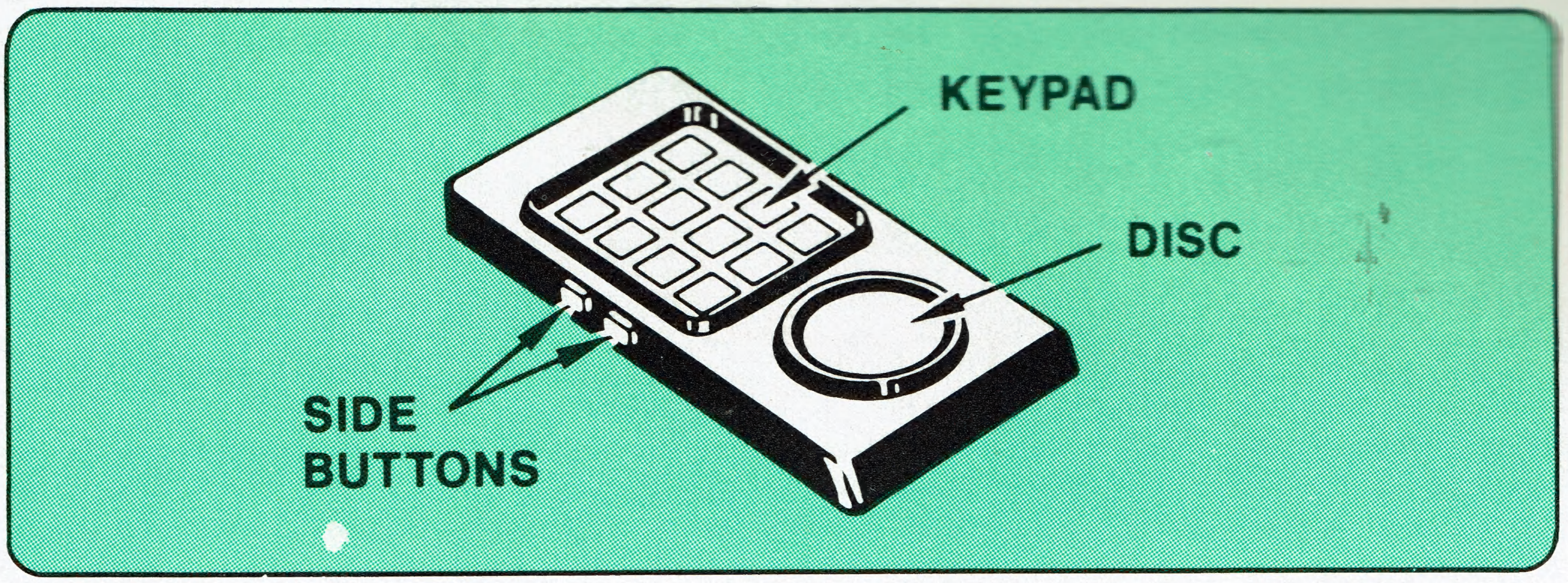
Make sure the Master Component is connected to the TV and power supply is plugged in.

- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- **MAKE SURE THE MASTER COMPONENT IS OFF WHEN INSERTING CARTRIDGE.** Fully insert cartridge, with label facing up, to the indicator marks on both sides of label. Turn **OFF/ON** switch to **ON** after cartridge has been inserted.



USING YOUR CONTROLS

NOTE: For a one-player game, use the left controller. For a two-player game, Player 1 uses the left controller; Player 2 uses the right controller.



Using the Disc and Buttons for DONKEY KONG™

1. **KEYPAD:** Keypad Buttons are used to select a one-player or two-player option and game difficulty. Then, use them to start playing.
2. **DISC:** Tilting the Disc to the left or right causes Mario to run in that direction. Tilting it up or down while Mario is under or over a ladder causes him to climb up or down the ladder.
3. **SIDE BUTTONS:** Pressing any Side Button causes Mario to jump.

HERE'S HOW TO PLAY

STEP-BY-STEP INSTRUCTIONS

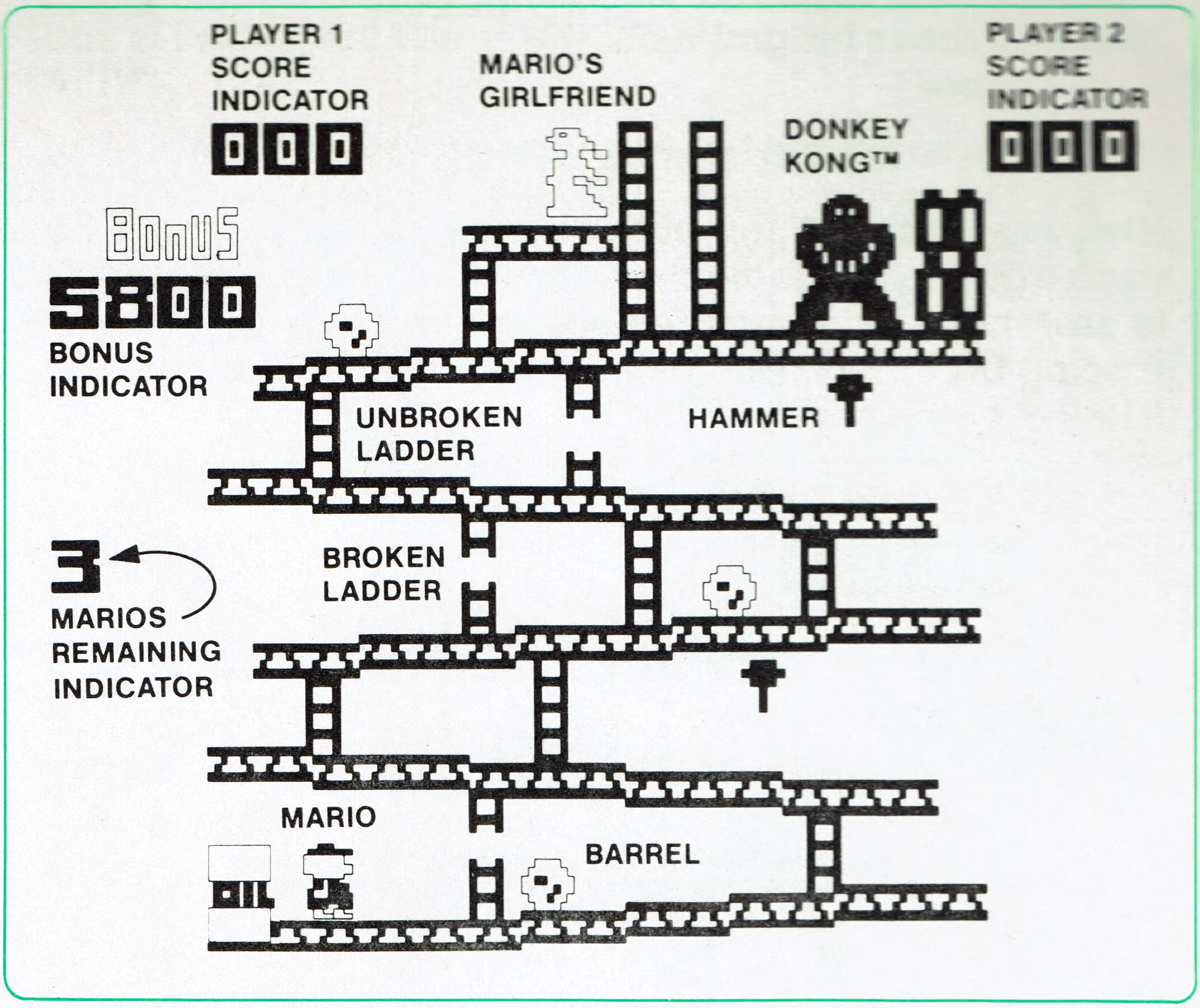
NOTE: If you are playing a two-player game, players take turns. Player 1 begins and each turn lasts until the player's Mario is eliminated.

STEP 1: Getting started.

Press any button on your keypad and the title screen appears. Next, answer the questions which appear on the screen to select the type of game you want. Press any keypad button to start the game.

STEP 2: Start at the bottom.

The first of your three Marios appears at the bottom of the ramps. Try to move him up to the girder where his girlfriend stands.



STEP 3: Climbing the ladders of success.

To reach the ramp above or below, Mario must climb an unbroken ladder. (Also notice that Mario can dodge barrels by climbing part of the way up a broken ladder.)

STEP 4: Hammer away!

Learn just the right technique to jump up and grab a hammer. Mario uses the hammer to hit barrels and fireballs for points. But watch out! If the hammer misses a barrel or fireball and the barrel or fireball hits Mario, Mario is eliminated. Mario can not jump or climb ladders while swinging the hammer.

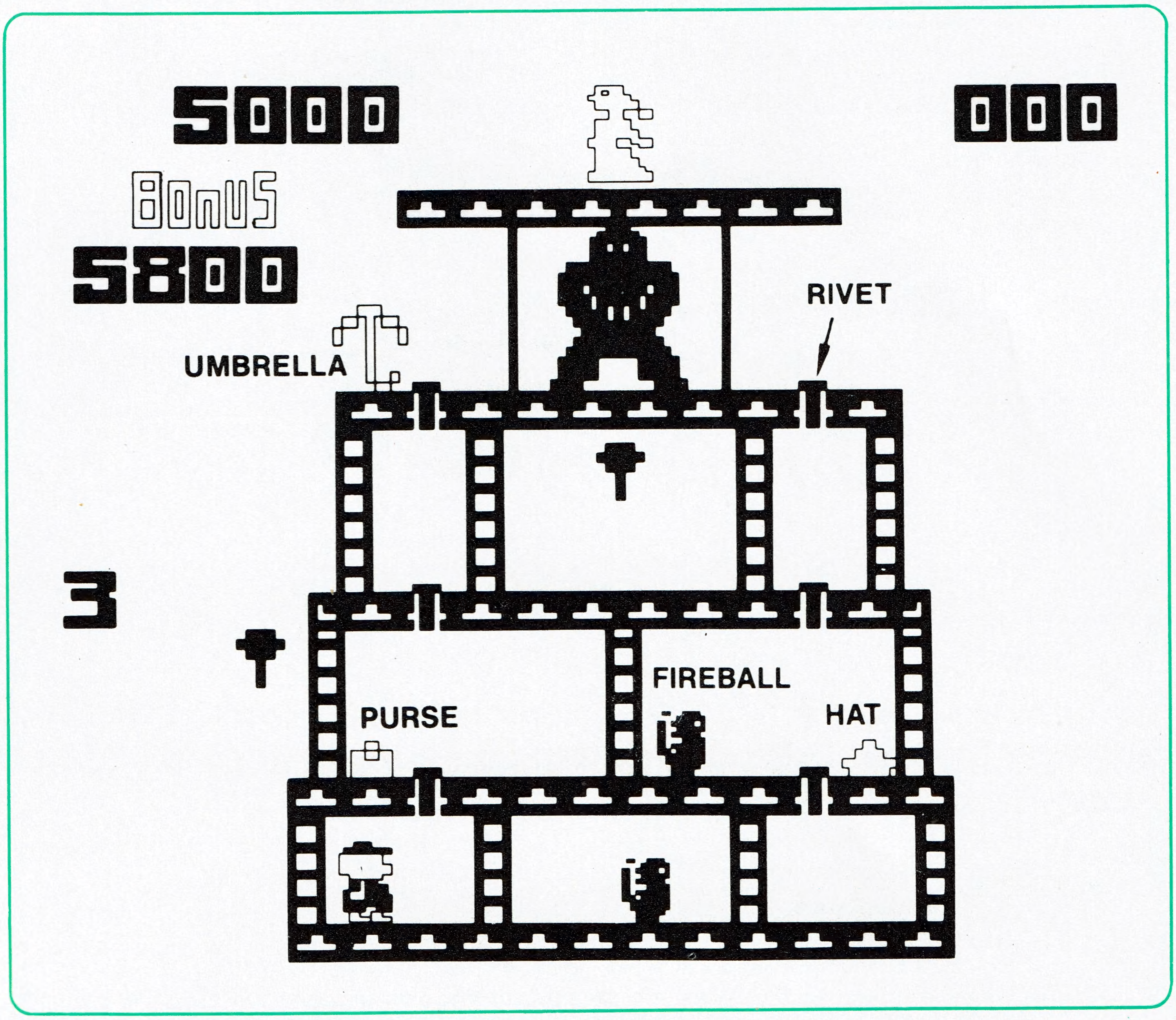
After a few moments, the hammer changes to bright green, then disappears.

STEP 5: Time is running out . . .

As you race Mario up the ramps, the bonus points are counting down. If the bonus reaches zero, Mario is eliminated. (And if Mario reaches his girlfriend, the bonus that shows is added to your score.)

STEP 6: Mario's magic touch.

After you reach the top of the ramps, Donkey Kong™ takes Mario's girlfriend still higher — to the top of the rivet structure. To save her, Mario must remove all the rivets by running or jumping over them. But once a rivet is gone, Mario may only JUMP over the gap.



STEP 7: Chivalry is not dead.

If Mario grabs his girlfriend's hat, purse or umbrella, he earns extra points!

STEP 8: The fun never ends.

When Mario removes the last rivet, Donkey Kong™ steals the girlfriend away again! The game continues, and the action gets more and more challenging.

Starting Over

If you want to replay the game with the same number of players and at the same skill level, press the Disc or the Enter key. If you wish to change either the number of players or the skill level, press the Reset Button on the Master Component.

SCORING The starting bonus is 6000 points for the first ramp screen, and increases by 500 points for each subsequent screen until it reaches 8000 points. Note: Computer may indicate another number prior to showing starting bonus on screen.

Jumping a barrel or fireball	100 points
Jumping two barrels	200 points
Eliminating a rivet	100 points
Smashing a barrel or fireball	300 points
Grabbing an accessory	300 points

Each player receives three Marios.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing DONKEY KONG™, but it is only the beginning! You'll find that this cartridge is full of special features to make DONKEY KONG™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory

Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to:

Coleco Industries, Inc.
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

COLECO

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